Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for extracting and processing video content encoded in a rendered color space (**RGB**) to be emulated by an ambient light source ~~(**88**)~~, comprising:

~~[1] Extracting~~ (1) extracting color information from a video signal (**AVS**) that encodes at least some of said video content in said rendered color space;

~~[2] Transforming~~ (2) transforming said color information to an unrendered color space (**XYZ**) via matrix transformations; and

~~[3] Transforming~~ (3) transforming said color information from said unrendered color space to a second rendered color space (**R'G'B'**) via matrix multiplication so ~~formed~~ as to allow driving said ambient light source to provide emulative ambient lighting drawn from said video content.

2. (Currently Amended) The method of claim **1**, wherein step ~~[1]~~ (1) additionally comprises decoding said video signal into a set of frames.

3. (Currently Amended) The method of claim **1**, wherein step ~~[1]~~ (1) additionally comprises extracting an average color ($\mathbf{R_{AVG}}$) from said color information.

4. (Currently Amended) The method of claim **1**, wherein step ~~[1]~~ (1) additionally comprises at least one extraction of said color information from an extraction region (**R1**).

5. (Currently Amended) The method of claim **4**, wherein step ~~[1]~~ (1) additionally

comprises using said extraction of said color information transformed in the second rendered color space to broadcast ambient light (**L4**) from said ambient light source adjacent said extraction region.

6. (Currently Amended) The method of claim **5**, wherein step ~~[1]~~ (1) additionally comprises extracting an average color ($\mathbf{R_{AVG}}$) from said color information.

7. (Original) The method of claim **1**, additionally comprising performing a gamma correction to said second rendered color space.

8. (Currently Amended) ~~The method of claim 1~~ A method for extracting and processing video content encoded in a rendered color space (**RGB**) to be emulated by an ambient light source, comprising:

(1) extracting color information from a video signal (**AVS**) that encodes at least some of said video content in said rendered color space;

(2) transforming said color information to an unrendered color space (**XYZ**); and

(3) transforming said color information from said unrendered color space to a second rendered color space (**R'G'B'**) so formed as to allow driving said ambient light source, wherein steps ~~[2] and [3]~~ (2) and (3) additionally comprise matrix transformations of primaries (**RGB, R'G'B'**) of said rendered color space and second rendered color space to said unrendered color space using first and second tristimulus primary matrices ($\mathbf{M_1}$, $\mathbf{M_2}$); and deriving a transformation of said color information into said second rendered color space (**R'G'B'**) by matrix multiplication of said primaries of said rendered color space, said first tristimulus matrix, and the inverse of said second tristimulus matrix $(\mathbf{M_2})^{-1}$.

9. (Original) The method of claim **8**, wherein said unrendered color space is one of CIE XYZ; ISO RGB defined in ISO Standard 17321; Photo YCC; and CIE LAB.

10. (Currently Amended) The method of claim **8**, wherein step ~~[1]~~ (1) additionally comprises extracting an average color ($\mathbf{R_{AVG}}$) from said color information.

11. (Currently Amended) The method of claim **10**, wherein step ~~[1]~~ (1) additionally comprises at least one extraction of said color information from an extraction region (**R1**).

12. (Currently Amended) The method of claim **11**, wherein step ~~[1]~~ (1) additionally comprises using said extraction of said color information transformed in the second rendered color space to broadcast ambient light (**L4**) from said ambient light source adjacent said extraction region.

13. (Currently Amended) The method of claim **1**, wherein steps ~~[1], [2], and [3]~~ (1), (2), and (3) are substantially synchronous with said video signal (**AVS**).

14. (Original) The method of claim **1**, additionally comprising broadcasting ambient light (**L1**) from said ambient light source using said color information in said second rendered color space.

15. (Currently Amended) A method for extracting and processing border region video content from a rendered color space (**RGB**) to be emulated by an ambient light source ~~(**88**)~~, comprising:
~~[1] Extracting~~ (1) extracting color information from a video signal (**AVS**) that encodes at least some of said video content in said rendered color space, after decoding said video signal into individual frames;
~~[2] Extracting~~ (2) extracting an average color ($\mathbf{R_{AVG}}$) from said color information from an extraction region (**R1**) in each of said individual frames;

~~[3] Transforming~~ (3) transforming said average color to an unrendered color space (**XYZ**) via matrix transformations;

~~[4] Transforming~~ (4) transforming said average color from said unrendered color space to a second rendered color space (**R'G'B'**) via matrix multiplication so ~~formed~~ as to allow driving said ambient light source; and

~~[5]~~ (5) using said average color transformed in said second rendered color space to broadcast ambient light (**L4**) from said ambient light source adjacent said extraction region to provide emulative ambient lighting drawn from said border region video content.

16. (Currently Amended) The method of claim **15**, wherein steps ~~[1], [2], [3], [4], and [5]~~ (1), (2), (3), (4), and (5) are substantially synchronous with said video signal (**AVS**).

17. (Currently Amended) The method of claim **15**, wherein steps ~~[3] and [4]~~ (3) and (4) additionally comprise matrix transformations of primaries (**RGB, R'G'B'**) of said rendered color space and second rendered color space to said unrendered color space using first and second tristimulus primary matrices ($\mathbf{M_1}$, $\mathbf{M_2}$); and deriving a transformation of said color information into said second rendered color space (**R'G'B'**) by matrix multiplication of said primaries of said rendered color space, said first tristimulus matrix, and the inverse of said second tristimulus matrix $(\mathbf{M_2})^{-1}$.

18. (Currently Amended) A method for extracting and processing border region video content from a rendered color space (**RGB**) to be emulated by an ambient light source ~~(88)~~, using a colorimetric estimate, comprising:

~~[1] Extracting~~ (1) extracting color information from a video signal (**AVS**) that encodes at least some of said video content in said rendered color space, after decoding said video signal into individual frames;

~~[2] Extracting~~ (2) extracting a colorimetric estimate from said color information from an

extraction region (**R1**) in each of said individual frames;

~~[3] Transforming~~ (3) transforming said colorimetric estimate to an unrendered color space (**XYZ**) via matrix transformations;

~~[4] Transforming~~ (4) transforming said colorimetric estimate from said unrendered color space to a second rendered color space (**R'G'B'**) via matrix multiplication so ~~formed~~ as to allow driving said ambient light source; and

~~[5]~~ (5) using said colorimetric estimate transformed in said second rendered color space to broadcast ambient light (**L4**) from said ambient light source adjacent said extraction region to provide emulative ambient lighting drawn from said border region video content.

19. (Currently Amended) The method of claim **18**, wherein steps ~~[1], [2], [3], [4], and [5]~~ (1), (2), (3), (4), and (5) are substantially synchronous with said video signal (**AVS**).

20. (Currently Amended) The method of claim **18**, wherein steps ~~[3] and [4]~~ (3) and (4) additionally comprise matrix transformations of primaries (**RGB, R'G'B'**) of said rendered color space and second rendered color space to said unrendered color space using first and second tristimulus primary matrices ($\mathbf{M_1}$, $\mathbf{M_2}$); and deriving a transformation of said color information into said second rendered color space (**R'G'B'**) by matrix multiplication of said primaries of said rendered color space, said first tristimulus matrix, and the inverse of said second tristimulus matrix $(\mathbf{M_2})^{-1}$.